8/16-Central

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In The Beginning...

Three weeks ago I was a lowly programmer living in Overland Park, Kansas (a suburb of Kansas City). Now I'm a lowly editor (still living in Overland Park). The change was almost that sudden. One day I'm talking to Ross Lambert at Ariel Publishing about my next article in *8/16* (I was one of the contributing editors) and the very next day Tom Weishaar (my boss at Resource Central, Inc.) walks in and asks if I'd like to be an editor. Boom! I'm an editor.

We've had some questions as to why Ross didn't mention the change in the last (November 1990) issue of *8/16*. It's a very simple answer...he didn't know it would happen at the time he put that issue to bed. In fact, he didn't know it would happen the night before the change. It hit us all very quickly.

So, Resource Central, Inc. formerly A2-Central (formerly Open-Apple)) now publishes *8/16-Central* (formerly *8/16*). If you

weren't a disk subscriber you may be wondering what you're holding in your hand. Because of the costs involved in producing a paper magazine for only about 1,000 subscribers we've gone to a disk-based publication. No, you really can't make enough money by doing paper for that many (few) subscribers. Ariel Publishing just proved that.

Yes, I'd rather have a paper edition of *8/16-Central*, too. Unfortunately, that's not an option that's open to us right now. The two choices were to let *8/16* sink from sight, or to turn it into a disk-based publication. And I think we made the right decision.

So far only one person has cancelled his subscription because of the change (people have been talking about this on the online services, in case you're wondering why some people knew about it before now). I'm hoping that people will give the new format a chance before just up and quitting. No, you can't take a disk with you in the car to read on the way to work (unless you print it out), but then, you can't click a

button on a page and try a demo program with a paper publication. There are pros and cons to the whole affair. But there are more pros, I think.

If you look at the self-mailer that came with this disk you'll see the number of issues of *8/16-Central* you have left. We've converted the disk subscriptions over at a 1:1 ratio, and the paper subscriptions over at a 1:2 ratio (one disk for every two paper issues due you). If you have any questions about the changeover, please don't hesitate to ask.

This first issue was great fun to produce and I'm looking forward to the feedback I'll be getting concerning it. And at the same time I'm nervous about what I'll be hearing. If you don't like something, speak up. And, of course, if something strikes your fancy, I'd like to know about that, too.

Thanks.

Jay Jennings - Editor

Coming soon (within the next few months) to a disk near you:
- The Hardware Hacker - An Apple IIgs Sound Digitizer.
- Aztec C and the Desktop Toolkit.
- Windows, Menus, & Mice...with Micol Advanced BASIC.
- Tile Based Animation on the IIgs.
- ...and the infamous "much more."

Bug Alert! In the ZBasic Zealot article I keep saying "SFPutFile" when I really mean "SFGetFile." And as we all know, there _is_ a difference between the two :)

/ES.CENTRAL.9012

In the root directory you'll find ABOUT.THIS.DISK, which is an editorial. It also includes a complete catalog listing of the disk. DLT8 and DLT16 also live in the root. If you're a IIgs user, launch DLT16 (with GS/OS active) and then you can read all the articles this month simply by clicking the mouse. 8-bit users should launch the program DLT8 from BASIC (which is also on the disk). DLT8 was created by Karl Bunker. DLT16 was created by Jay Jennings.

/ES.CENTRAL.9012/Advertising

For sale, for hire, etc., can be found in CLASSIFIEDS. If you'd like information on running an ad, read ADVERTINFO for details.

/ES.CENTRAL.9012/Apple.II/GenDraw2

A generic bit-mapped shape drawing routine that supports drawing on the different graphics pages of the 8-bit Apple II. Also shows how to use simple page-flipping. Merlin source code. Written by Jay Jennings.

/ES.CENTRAL.9012/Apple.II/ZBasic

Not only do we have an SFGetFile clone for ZBasic, but we also have a challenge for ZBasic programmers. Create a smaller, faster version of the program (but based on our code) and we'll pay you $25. Read the article for details. ZBasic source by Eric Mueller.

/ES.CENTRAL.9012/Apple.IIgs/HyperLab

A regular column devoted to the technical aspects of HyperStudio, HyperCardIIgs, and any other hypermedia programs that pop up. Includes a subdirectory holding more subdirectories that hold sample source code for creating XCMDs in different development languages. Written by Ken Kashmarek.

/ES.CENTRAL.9012/Apple.IIgs/C.Techniques

Hints, help, and sample source code for beginning, intermediate, and advanced C programmers. This month you'll learn how to grab the graphics screen, and save it to disk. SFPutFile use is also explained. Apple IIgs specific this month. Written by Frank Harris.

/ES.CENTRAL.9012/Apple.IIgs/XASIC

A complete toolkit that will allow you to create text based applications for the Apple IIgs using the Console Driver. Merlin 16+ source code included. Written by Alex Xzeva.

/ES.CENTRAL.9012/Columns

Here you'll find Murphy Sewall's VAPORWARE column with rumors and secrets from the depths of the computer industry. In WHATSNEW you'll read about the latest tools and utilities available for programmers.

/ES.CENTRAL.9012/Goodies/RezWindow

There's a bug that can cause problems when using NewWindow2 and an attached color table resource. This code will show you a work-around (Orca/M and Merlin source).

/ES.CENTRAL.9012/Goodies/RTC.Xscript

The transcript from an RTC (Real Time Conference) held on GEnie with Dave Lyons (and others) from Apple Computer. The subject of this RTC was System Disk 5.0.3.

/ES.CENTRAL.9012/MiscInfo

If you'd like to write for *8/16-Central*, read the AUTHORGUIDE and ARTICLESWANTED files for special tips. We've also included a listing of previous *8/16* articles in BACK.ISSUES (and info on ordering back issues on disk).

/ES.CENTRAL.9012/Q.And.A

Letters to us, answers from us. Write in with a suggestion, comment, or question and become famous.